NES-PV-USA

HOW TO PLAY

PARODIUS™

ULTRA™ GAMES

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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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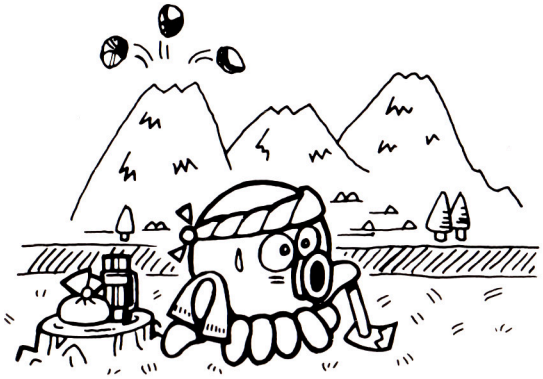
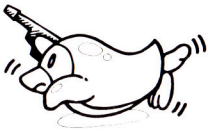
The year is 1992. Not much time left in the 20th century, and all over the world people have lost their hopes and dreams. Government officials only care about getting rich themselves. Children now love their computers more than their own mothers. Even though young people sense the imminent destruction of the human population, they bury their minds in the thrills of the game center. But the root of all the evil is too horrible to speak of for it lies in the gopher-faced, headbanded Great Octopus.



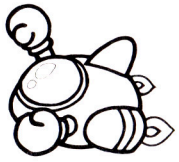
One day, our octopus friend gets into a fight to the death with his old rival, the bug. Our octopus wins and people start to call him Mr. Parodius. On his paid vacation he goes to the countryside to enjoy a little farming. Returning to our ready-made octopus pot, he reads the "Universe" newspaper and nearly falls off his chopping board in surprise.

There now is a picture of the mysterious Great Octopus with the Earth in his arms.
"F...father?," he stutters.
It was his father, who had disappeared just two years before never to return home.
His old friends, who had seen the paper, rushed over.

"Vic Viper"...
Retired after the war on DImension Three's G-World.
Runs a home for the retired. Age: 58.

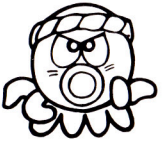


"Pentarou"...
His hobby is playing with air guns. The child of Penta and Penko. Age: 9.

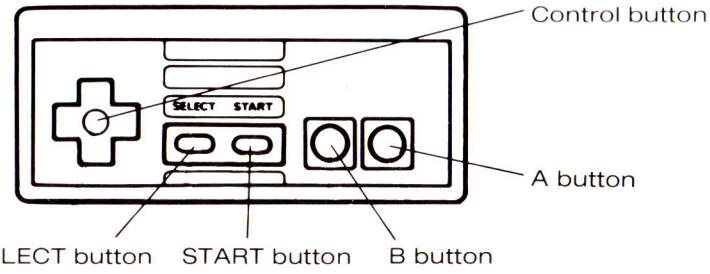


"Twin Bee"...
One twin from the set. Has a cute face, and is a formidable foe, able to destroy enemies easily. Age: 17.

How strong can a gang of this size be? They're lots of fun, but can't be relied on. Whatever happens is not their fault. So Octopus sets out on a search for the truth and with his companions begins to travel the world!



How to operate



Control button: player movement.
Also to select player, power-up method, and difficulty level.

SELECT button: at the title screen to select "I PLAYER" or "2 PLAYERS"

A button: MANUAL···to set power-up.
AUTO···not used.

B button: to fire shots or missiles.
To use a special attack from the bell power-up.

START-button: Press this button to start the game. During game, press to pause action. Press again to resume action. To select "Continue" (for both IP and 2P).

How to Play

- At the title screen, use the SELECT button to choose either:
  1 PLAYER
  2 PLAYERS
  Press the START button to enter.

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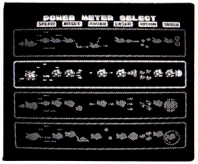
- At the player (power meter) selection screen, use the control button to choose whichever player you like:
  VIC VIPER, OCTOPUS, TWIN BEE, or PENTAROU
  Press the A button to enter.



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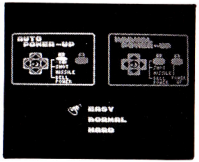
- At the Settings screen, use the control button to choose either:
  AUTO POWER-UP (operation only with B button) or MANUAL POWER-UP (decide power-up with A button)Press the A button to enter.
  Next, use the control button to choose the level of difficulty:
  EASY
  NORMAL
  HARD
  Press the A button to enter. Now you're ready to start.



- For 2p play, when I PLAYER has gotten out, the second player starts from the player selection screen before taking his or her turn.

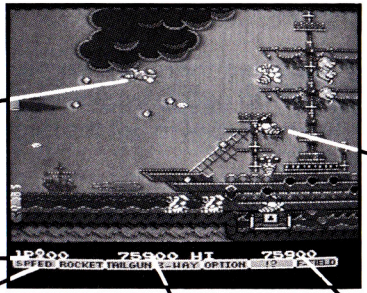
this game is composed of seven stages. Enemies must be destroyed one after another as they appear to progress from stage to stage.

Capture energy capsules and bells that appear when you destroy enemies to power-up. If you power-up skillfully, you can progress through the game quickly.

IP uses Controller I and 2P uses Controller II.

Players start with three player units. When all become out, the game is over. Within I0 seconds if you select CONTINUE, you can start again from the stage where you just left off. CONTINUE can be used any number of times for the EASY level, only nine times for the NORMAL level, and only three times for the HARD level.

Game Screen Elements



Option
Player

Enemy

Player units left

Power Up Gauge

Score

High score

Player and Power-Up

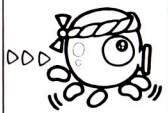
- When you destroy certain enemies, an energy capsule appears. Each time you get one, the available power-up levels light up on the power-up gauge on screen in succesion. Press the A button when the level you need is lit. (If you have chosen AUTO power-up, you power-up automatically.)

- Among the energy capsules there are some roulette capsules. If you get them, the power-up gauge begins to flash rapidly, Stop the power-up button in the right spot to get the best results. (DOES NOT APPEAR DURING AUTO.)

- If you get energy capsules that are flashing blue or red, you can switch to another player. Select from the info given with the B button. Also, those capsule you might find in the secret base.

- If you get the blue-colored energy capsule, you can shoot all the enemies on the screen.

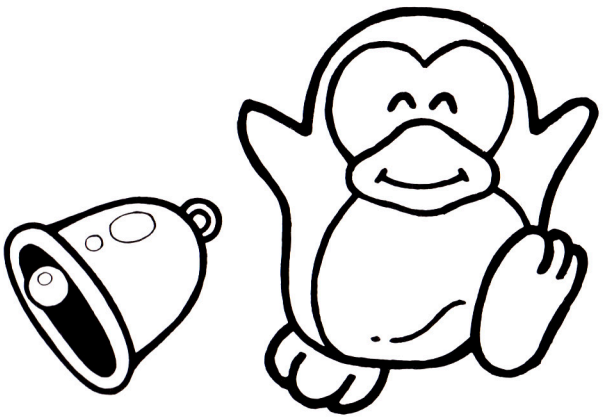
VIC VIPER	SPEED	MISSILE	DOUBLE	LASER	OPTION	!?	SHIELD
						?	
	SPEED UP	MISSILE	2-WAY BEAM GUN	LASER	PLAYER OFFSHOOT		BARRIER
Energy capsule							

OCTOPUS	SPEED	2-WAY	TAILGUN	RIPPLE	OPTION	!?	O-TRAP
						?	
	SPEED UP	2-WAY MISSILES	FRONT AND REAR GUNS	RING LASER	PLAYER OFFSHOOT		BARRIER
Energy capsule							

TWIN BEE	SPEED	ROCKET	TAILGUN	3-WAY	OPTION	!?	F-FIELD
Energy capsule	SPEED UP	ROCKET PUNCH	FRONT AND REAR GUNS	SHOT 3-WAY	PLAYER OFFSHOOT	?	BARRIER
PENTAROU	**SPEED**	**POTON**	**DOUBLE**	**SPREAD**	**OPTION**	**!?**	**BUBBLE**
Energy capsule	SPEED UP	PIERCING MISSILE	2-WAY BEAM GUN	SPREAD BOMB	PLAYER OFFSHOOT	?	BARRIER

Power-Up Bells

When you destroy certain enemies, a bell appears. If you get it, you can get special attack abilities. Normally the bell is yellow, but each time you hit it, it changes color. When you get the bell, you power up according to its color.

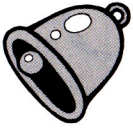


Score Up (yellow): Your score increases, if you continue to get this bell, the points you get will increase in this order: 500→1000→2500→5000→10000. If you miss getting it even once, though, you go back to 500 points.

Super Bomb (blue): The super bomb can attack all the enemies on the screen at once, firing a single shot.

1UP (white): You get an additional player unit.

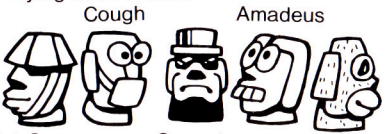
Chrysanthemum Crest (red): The player can shoot three crest missiles. Any enemies or enemy bullets touching the vertically extended part set off three missiles that destroy them.



Get Big (Invincibility) (flashes): Limited getting big and invincibility. During this time, you cannot shoot, but you cannot get hit either.

These are your enemies

Flying Moai Heads:



Bakkon-Bakkon

Chewing Moaai Head

Atoms

Coco/Biku/Rinco/Momoko

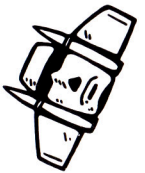
Pumpkin Head

Piyoko-chan

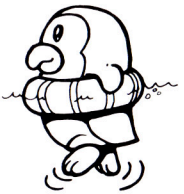
Rooster

Squirter

Black Dolphin



Fighter



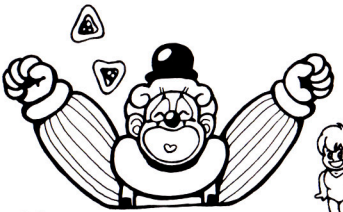
Pensaemon

Crab

Penguin Ducker

Penkichi

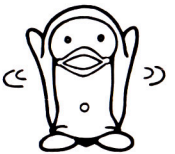
Bon



Clown

Big/little zigzag

Wakame Lively Girl 1-3

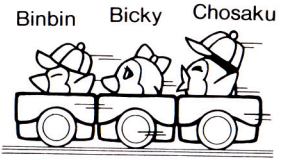


Tobikichi

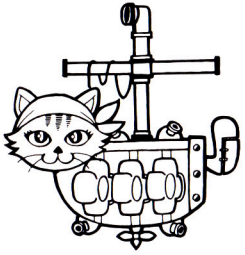
WINK'S

Octopusman

Bee

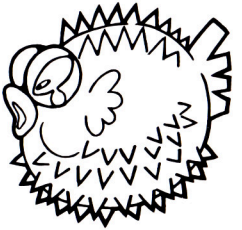


Runaway coaster



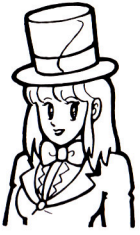
Sub Kitty, Achako

Eagle
"Sabunosuke"

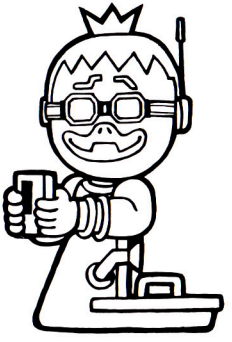


Globefish

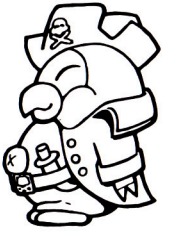
Ghost Madam of
Yotsuya Q



Miss Mystery



Crapper



Captain Penguninovsky III

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

SCORES

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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